

## The R.I. Reporter



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*All the News That Fits We'll Print!*

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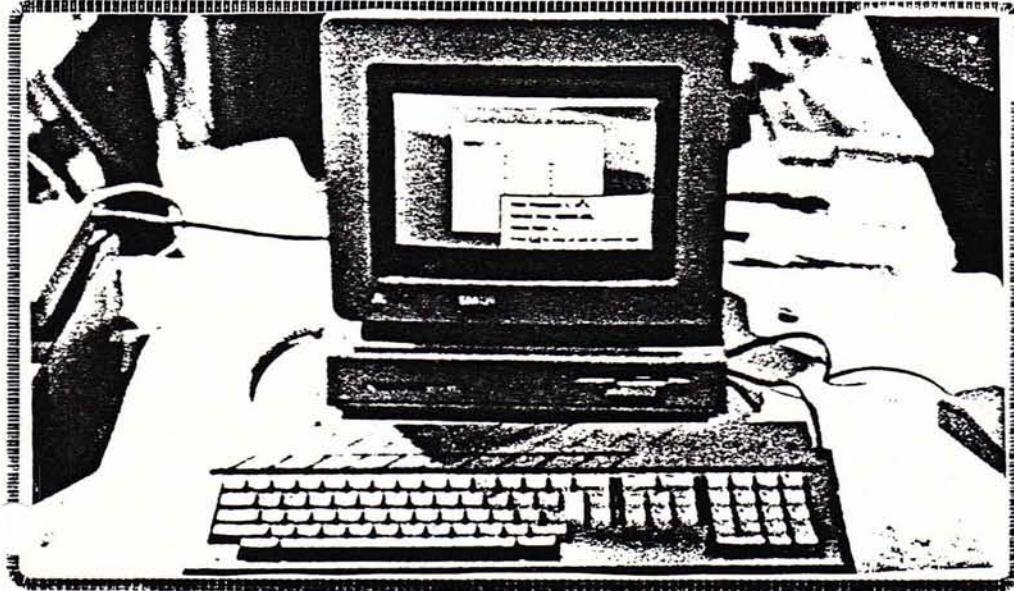
## The North East Atari Fest

Worcester, Ma. - **FLASH EXCLUSIVE REPORT TO THE RI ACE REPORTER**  
by Editor Steve Dunphy.

The Worcester Centrum was the scene this Columbus Day weekend of one of the most important events in Atari History for the North East area. The North East Atari Fest 1987!!! The North East Atari fest 1987 was sponsored by Atari Corp., the J-Bug ST user group from the Boston Computer Society and Analog Computing Magazine. Alan Glick and Lee Pappas headed the whole operation which had a staff of 50 people including people from the RI Atari Computer Enthusiasts. The show had everything an Atari Enthusiast could look for. Word Perfect and the Mega ST's along with the new laser printer, vendors from all over the country, dealers from nearby New England states and even the Atari PC clone! Neil Harris was there and I found him to be a very friendly and knowledgeable person. Sandy Austin from Atari also was there and she graciously donated an ATARI Banner to



Neil Harris from Atari at the NE Atari Fest at Magic Sac Booth



The new Mega ST 4 megs of pure power, isn't that special!

the club. **THANKS SANDY!!** RI ACE had a booth and sold many Public domain disks to build up our treasury. At last count the net profit for the club was \$594. Bob Burns, Pete Stetson, the Gaitonde's, Phil Hawkins, Kevin Senecal, the Smith's, the Matthew's, Alan Roseman, Mickey Silver and Dan Pierce all helped make this event fun and profitable. Thanks Guys for job well done. Special thanks here also goes to Marshall Vale and his mother for the excellent banner they put together. It is a navy blue velvet banner with gold lettering. The RI ACE logo is lettered across the banner with the atari fuji replacing the "a" in ACE. Looks excellent. Ok what else happened at the show? Well there was a midi maze tournament where a young man won a casio syn. The real fun came later when

(continued on page 8)

- Call the RI ACE BBS 24hrs/day 7 days/week at 401-521-4234 -



## From the Editor's Desk

Well here it is another newsletter and this one is a big one. First it reports on the biggest event in our club history- The Atari fest at the Worcester Centrum on Columbus Day weekend. Second this is the first newsletter in club history that will be mailed to all our members via the bulk mail rate of the U.S. Post Office. Third this is the newsletter before the 1987 RI ACE elections. So far the I am running unopposed. Be it to the fact I may have done a good job or to the fact that nobody else wants all the work I dont know but it looks like Steve Dunphy is going to be RI ACE's president for 1987-88. The vice president's office has been split into an ST vice pres. and an XL/XE Vice pres. Dick Correa and kevin senecal are vying for the ST office while Dan Courtney is running unopposed for the 8 bit v.p. It seems that many of our staunth 8 bit owners are now becoming ST owners. I will reiterate my position on this: "The club will continue to support the 8 bit computer equally as long as I am president!" I cant do this alone and even with Dan Courtney helping it is still an unsurmountable task. We need you 8 bit owners to help. keep the workshops alive and keep those programs coming in to demo. there should be no complaints for 8 bit support from people who do not pitch in! Dave Matthews has just got a new 1040 ST and will handle both the ST and the 8 bit PD libraries. Kevin Senecal and Phil Hawkins will assist him. Running for treasurer unopposed is Alan Roseman. John Woodhead, after three years of devoted service has opted to retire. Thanks for your service John! Also stepping down is Moe LeBlanc as the last single Vice President of RI ACE. Good job both to John and Moe for their years of service to RI ACE. Running for secretary is Fred Nelson Jr. unopposed. Fred has done an

excellent job and we look forward to reading his verbatime minutes of previous meetings. hopefully Fred will stay on since he is nearly irreplaceable. I will also appoint Mickey Silver as my administrative assistant for 1987-88. Mickey's duties will be to assist me in whatever capacity I see fit. At the second meeting in November we will have the executive board elections. these consist of 5 RI ACE members at large in good standing. Nominations for the exec. board will take place after the elections on the first tuesday of November.

Last weekend we all went up to Worcester to participate in the NE Atari fest. RI ACE had a booth at the fest which we shared with Tom Arena and his midi equipment. I think we had the most active booth for user groups at the show. In fact with all the music and the great PD disks we were selling we drew a large amount of people to our booth. We gained 6 new members and netted a profit of \$594 dollars. not bad for a club with a \$2000 a yr. budget! I think we showed the other groups and Atari we are a user group to respect!

## The RI ACE Reporter

The RI Atari Computer Enthusiasts Newsletter is published 10 times per year and sent out to all its members free of charge. Also any user group wishing to exchange their newsletter with ours should contact the editor of this paper at 1-401-943-0196 or send us a copy of your newsletter and make it known to us that your group would like to exchange.

Opinions expressed in this newsletter are those of the individual authors and do not necessarily represent or reflect the opinions of any of the user groups none of which are affiliated in any way with Atari Corp.

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The editor is Steve Dunphy, 192 Webster Ave. Prov. RI. 02909. Submissions of articles or review copies should be sent directly to the editor, via either hard copy, 8T disk format or the RI ACE BBS at 1-401-521-4234. Deadline for articles is the first tuesday of the month. Issues are not printed during the months of July and August.

This newsletter is produced on a 1 meg 520 8T with a 20 meg Atari 800 204 hard drive, and a NEC P6 24 pin dot matrix printer. The program used of course is PUBLISHING PARTNER mono version. The font used to produce the fine print in this publication is Palatino with bold and italics on. Macintosh Clip Art from various sources and PD Clip Art converted from Mac format with picswitch.70 are also used in illustrations.

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# Cobol One

By Dick Correa

COBOL; (Common Business Oriented Language), is a very exact, sometimes frustrating, but always fun, language, used by the vast majority of businesses today. In this, and following tutorials, I will show you the main functions of COBOL, and give you some basic programs that can be expanded for your own applications.

However, before we get started, I would like to cover the concept of structured coding. This is necessary for the survival of a COBOL programmer.

When most self taught programmers start out the biggest goal on their mind is to make the program run. Because of this fact, most of us wrote code that had very little, if any structure at all. This made debugging, adapting, and generally reading the program almost impossible. As time went on I discovered that if I used a few rules of structured coding, my code was not only easier to read and faster, I also used less RAM! Here are a few rules to get us started.

1. When using IF, THEN, ELSE statements, never nest more than three deep. The idea of structured coding is to write code any programmer can pick apart and adapt.

If you nest more than three deep, the code becomes almost impossible to read. IE:

```
IF TOTAL-RECORD > RECORD
  THEN PERFORM ERROR-RTN
    ELSE IF R E D D Y <
  READ-RECORD
    THEN PERFORM
  READ-RTN
    ELSE IF NOT-REDDY <
  RECORD
    THEN PERFORM
  DONE-RTN
    ELSE PERFORM
  FILE-READ
```

```
NOY-REDDY
  IF READ REDDY >
    THEN PERFORM
  READ-ROUTINE
  ELSE NEXT SENTENCE.
```

See what I mean, try figuring out that little piece of code!

2. Never use more than three logical operators (AND, OR, =, < etc.) in a single statement. If you were to take the above code, and place a few more operators in the it, even the programmer would have a hard time debugging his own program!

3. Always using meaningful identifier names. If you were to change the identifiers in the example to X's, Z's, and Y's, this would make the program impossible to read, and useless. In these situations a major rewrite is usually in order.

4. Never use GOTO to patch together a program. If you have a program with 100 pages of code, and a thousand GOTO's in it, flipping through the pages looking for each routine will be a frustrating experience. This type of program is usually junked for a cleaner rewrite. In this tutorial I will show you one instance where a single GOTO is used. However, for this particular application, the GOTO still adheres to the rules of structured coding.

5. When writing sub-routines, keep them as close to the calling routine as possible. IE:

```
PERFORM READ-ROUTINE
UNTIL END-OF-FILE EQUALS 1.
READ-ROUTINE.
  READ DISK-CUSTOMER-FILE
  AT END MOVE 1 TO END-OF-FILE.
```

I am sure you can see if the READ-ROUTINE was thirty pages away from the calling routine the programmer would have a hard time finding it.

6. Try to stay away from redundant coding. In the above example I used a READ-ROUTINE to READ the DISK-CUSTOMER-FILE. Somewhere else in the program I will need to use this piece of code again. I made the READ DISK-CUSTOMER-FILE a sub-routine. This will save RAM, and speed up the program. In essence, as a general rule, if you use a routine more than once, make it a sub-routine instead of putting it in the body of the code every time you need it.

That about does it. There are a few more, but a better understanding of COBOL is necessary before explaining them.

Ok, now for the good stuff! In this article I am going to briefly go over the first two divisions of COBOL. Don't worry if this is all Greek to you. When I started, it was like Ancient Sanskrit to me. I am sure that as we go through each article it will become clearer, and easier to understand.

## IDENTIFICATION DIVISION

The IDENTIFICATION DIVISION is used for the program name. That is it! Nothing more. I will usually add my name to the program but it is not necessary. Here is how it looks:

```
IDENTIFICATION DIVISION.
PROGRAM-ID. TEST1A.
AUTHOR. DICK CORREA.
```

When entering this division make sure it starts in column eight, also known as the "A" margin. COBOL is a column oriented language so be careful! The COBOL compiler will not read a division name unless you start in margin "A". Also, if you look closely at the code, you will see periods. A lot of them! This is how COBOL distinguishes separate statements.

The next line speaks for itself, you must use the statement PROGRAM-ID, start in the "A" margin, and terminate with a period. When the compiler reads this, the next thing it looks for is the program name. This is TEST1A. The rules for program names are:

1. Not more than eight characters.
2. Cannot begin or end with a hyphen.
3. Consists of either, letters, digits, or hyphens.
4. Cannot use a reserved word exclusively. (An example of a reserved word is READ, WRITE, PERFORM, GOTO etc.)

The next line is just the AUTHOR and my name. The same rule applies for AUTHOR as it did for PROGRAM-ID.

That is really all you need to know about the IDENTIFICATION DIVISION. Now let's try the ENVIRONMENT DIVISION.

```
IDENTIFICATION DIVISION.
PROGRAM-ID. TEST1A.
AUTHOR. DICK CORREA.
```

ENVIRONMENT DIVISION.  
CONFIGURATION SECTION.  
SOURCE-COMPUTER.  
IBM-370.

OBJECT-COMPUTER. IBM-370.  
INPUT-OUTPUT SECTION.  
FILE-CONTROL.

SELECT CD-FILE ASSIGN  
SYS012-UR-2540R-S.

SELECT PR-FILE ASSIGN  
SYS000-UR-1403-S.

SELECT DK-FILE ASSIGN  
SYS010-DA-3350-I-TESTDTA.

The ENVIRONMENT DIVISION configures the program for each separate computer type. This is what makes COBOL so powerful. Any computer that will run COBOL, will run any COBOL program, from any computer. COBOL was designed, for this specific reason, total compatibility between computers.

The ENVIRONMENT DIVISION tells the computer, what type of computer the program was written on, and, what type of computer it will be run on. The division name must start in the "A" margin and be terminated by a period.

The next line is the CONFIGURATION SECTION, and has the same rules for placement as a division name. When the compiler sees this it knows that the type of computers used are coming next. The next two lines speak for themselves. They just tell the compiler which computers are being used.

The last lines tell the compiler what peripheral devices will be used for this program. The only thing you must watch is the SELECT statement. This must start in column 12 or the "B" margin. What the SELECT statement will do is: SELECT CD-FILE (an identifier name for the card file) ASSIGN this file name to SYS012-UR-2540R-S, which is the compilers name, on this particular computer, for a card reader. This may change from computer to computer, but the compiler will always recognize the device name.

There are other entries that may be necessary for this division, but only for certain applications. I will cover them later.

That is it, I am going to leave a complete listing of these two divisions and a small explanation

under each line. I hope this will help any of you out there who are still a little foggy.

If you have any questions leave E-Mail for Dick Correa on the RIACE BBS 521-4234. I will try to answer all of your questions.

Until next time happy programming!!

## PD LIBRARY NEWS

By Dave Matthews

RIACE P.D. LIBRARY NEWS  
By David Matthews

Anyone wishing to donate to the library should bring the program(s) to the regular club meeting for me to copy. If you are unable to attend and want to donate a program call me at 828-0741 and you can transfer it via modem.

Please make sure the program is in the public domain and give me any necessary info about the file.

I want to correct an omission from last months column. Dan Pierce reminded me that the memory upgrade disk and 1020 plotter disk that he donated originated at CHAOS (Capitol Hill Atari Owners Society) and I forgot to include the credit... sorry guys.

FONT MASTER (Disk 161B)  
Donated by Patsy Cunningham.

For Epson and compatible printers. This program has two functions:  
1) Print out files with all the Graphics characters included.  
2) Sideways printing of Syncalc spreadsheet files. Will probably work with VisiCalc too, but that hasn't been tested yet. Two different printer resolutions are available, along with a variety of line widths. Pick from any of the over 30 fonts included, or use the Atari character set. The file SIDEWAYS.DMO on the disk is a demo of a syncalc sideways printout. Choose "S" from the main menu and give that filename to print the demo. Written in Action!

ATAS2A.BAS  
(Disk 160A 25 sectors)

This program converts ATASCII text files to ASCII text files. It can also

strip off the header that Atariwriter Plus adds to files, and remove control codes from the files. It is written in basic so that it can be easily modified to suit your needs. Instructions are in REM statements at the end of the program. I suggest loading Turbo Basic and/or using a RAM disk to speed up the program.

MOVEIT.TUR  
(Disk 104B 30 sectors)

Latest update of Turbo Basic Disk File Mover... emulates the <C>copy and <O>duplicate file commands in DUP.SYS from Basic. This program is run when you have Turbo Basic installed and want to shuffle files. You don't have to exit to DOS and then reload Turbo afterward.

SCRABBLE (Disk 372A)  
Written and donated by Dick Correa.

Boot this disk with basic installed and then type RUN"D:SCRABBLE.BAS. A one player scrabble game that works exactly like the real game. The board is displayed with the different color multiple score spaces as they are on the real board. The program keeps your score automatically and also gives you letter tiles from the "bag" and displays which letters and how many of each are left in the bag at all times. See the text file SCRABBLE.DOC on the disk for instructions about the operation of the game.

WORDGOLF (Disk 372B)  
Written and donated by Dick Correa.

Boot this disk with basic installed. Try to guess a five letter word the computer is "thinking" of by typing possible words. The computer will tell you how many letters in your word match the letters in the secret word. You can change the individual letters on your worksheet to different colors to show whether they have been determined to be definitely in or not in the secret word. A scratch pad mode allows you to put the letters you know are in the word in a box that shuffles their order randomly to help you guess the word. See the file WORDGOLF.DOC on the disk for operating instructions.

MONOPLY2.BAS  
(Disk 371B 213 sectors)  
Donated by Cliff Foley.

A very nice up to 4 player game with a color board layout that matches the property colors in the

real game. The program does all the "work" of keeping track of the money and property of each player. If Turbo Basic is loaded and then this program is run the delay while the program calculates the effect of transactions is minimal.

#### OMNLOAD.EXE

(Disk 403A 120 sectors)

This program will load from a main menu the following graphic file types: MicroIllustrator, Fun-With-Art, RAMbrant, Vidtex/RLE, Micro Painter, Graphics 8 and Graphics9.

#### PRINTSHOP #4 (Disk 426A)

Donated by Sue Correa.

About 80 Printshop icons. Use PSICN1.BAS on disk #403 to get a list of icon names or print them out.

Many thanks to those people who have taken the time to share.

## Parlez-Vous Prolog: Part II by A.R.I.S.

PARLEZ-VOUS PROLOG  
An Introduction to Prolog  
Programming Syntax  
by A Reasonably Informed Source

### Part II - Facts and Questions.

Welcome to Parlez-Vous Prolog, Part 2. This time around we are going to learn how to define facts in Prolog, and then how to ask a few basic questions based upon these facts.

#### \* FACTS \*

A Prolog program, which is called a database, consists basically of a list of FACTS relating to specific OBJECTS and their RELATIONSHIPS. Also included are RULES about the objects and relationships. We will look at rules in our next installment.

A fact consists of a PREDICATE, and its ARGUMENTS. The predicate is the relationship describing the arguments. The arguments are the objects themselves.

A predicate or object must begin with a lower case letter, and can only contain lower case letters, numbers, and the underscore

character. However, any character may be used if the predicate or argument is enclosed within single quotes.

Here is the format for a Prolog fact.

**predicate (arguments).**

As you can see, a fact consists of a predicate, followed by the arguments, which are enclosed in parenthesis, and is terminated with a period (.), also called a "full stop character".

You can have as many arguments as you wish. If there is more than one argument, they are separated by commas.

Now that we know how facts are constructed, it's time to write our very first database. Let's do so using characters from J.R.R. Tolkien's THE LORD OF THE RINGS.

#### Program 2.1

```
hobbit(bilbo).  
hobbit(frodo).  
cousins(bilbo,frodo).  
wizard(gandalf).  
likes(bilbo,gandalf).
```

If we look at the first and second fact in Program 2.1, we see two facts that contain a single argument, or object (we will use these terms interchangably, as well as with predicate and relationship). The object bilbo has a relationship called hobbit. We have set this up to mean bilbo is a hobbit. From now on, we must stick to this same convention, as in our second fact, hobbit(frodo).

The third fact in our database, cousins(bilbo,frodo), has two arguments. Our convention here is that the first object's (bilbo) relationship to the second object (frodo) is cousins. In other words, bilbo is cousins with frodo.

By the fourth fact, we see that the object gandalf is a wizard. Notice that we have used the same basic convention as when we defined other characters (hobbit(bilbo)).

The fifth fact defines a new relationship, called likes. We see that bilbo likes gandalf.

#### \*QUESTIONS\*

Now that we have typed in our list of facts, we must now learn how to ask questions about these facts. For now, we are only going to look at the most basic of questions.

To ask a question of Prolog, we start off with a question mark followed directly by a hyphen (?-), a space, then the question.

Until we learn about Prolog variables and rules, we can only ask very rudimentary questions.

Let's ask a few questions using the database listed in Program 2.1. If we were to type ?- hobbit(bilbo). Prolog would respond yes, meaning that the fact you asked about was matched within the database. Obviously, to ask questions of a Prolog database, you must not only be very consistent when defining your facts, but be very familiar with the conventions that were set up when the facts were defined (especially if you did not write the database yourself).

Now, if we were to ask ?- hobbit(gandalf). Prolog would respond with no because a match was not found. Asking ?- hobbit(samwise). would evoke a no from our Prolog database. Now, we know that samwise was a hobbit (you have read THE HOBBIT, haven't you?), but our database doesn't. It contains no fact identifying samwise as a hobbit, therefore Prolog found no match and responded with a no. In Prolog, no doesn't mean false, it means no match was found.

At this point, we may want to add the fact hobbit(samwise). to our database.

Now another question. ?- cousins(bilbo,frodo). Prolog will respond with yes. How about ?- cousins(frodo, bilbo). ? Prolog responds with no, because the fact that states cousins(bilbo,frodo). only states bilbo's (the first argument) relationship to frodo (the second) and not the other way around. Now, we know that if one is cousin to the other, then vice-versa, because that is the nature of being cousins. Prolog doesn't know this, only that there is an arbitrary relationship of the first object to the second which has been assigned the name cousins.

Look at the last fact, likes(bilbo,gandalf). In real life, just because bilbo likes gandalf, it doesn't mean that gandalf likes bilbo. In Prolog, we must supply the reverse relationships, if they are valid.

```
cousins(frodo,bilbo).  
likes(gandalf,bilbo).
```

At this point, you may be getting the idea that a Prolog database must contain a great many facts. You're

right. I once saw a Prolog database in a programming magazine, and it was four whole pages of very small print.

One last word: Let's say that we've now expanded our *LORD OF THE RINGS* database to include 20 dwarves. Of course, bilbo likes all these dwarves, because being dwarves, they are basically good people. Do we have to define 20 times that bilbo likes each of these dwarves? Or knowing that bilbo likes all dwarves, can we tell Prolog that if an object is a dwarf, then bilbo automatically likes this object? Yes! Using RULES.

Next time, we will learn how to define a rule and how to ask more complex questions using these rules, and another new concept, Variables.

See you then.

## Lets Make an Atari Robot

### Robots for the Atari

Ever since I was a little boy, I loved robots. When I got my Atari, I programed for hours a day, and I always wondered how I could operate a robot with my computer. About a year ago, I began a self-disciplined study of solid-state electronics. In my studies I found a way to run a robot with my Atari. This report is the results of my research in the area.

The biggest obstacle was interfacing. This was the only major obstacle in my way. Interfacing via the RS-232 port was way out of my league. The solution was presented to me by Mr. Ron Poirier of the La Salle science department. Mr. Poirier explained how the joystick ports can be switched to output. With the output problem solved the next step was to build the interface.

The joystick port on output status creates 4 control lines (pins 1, 2, 3, and 4, with 8 as the common ground). The setting of the joysticks to output will be explained later, as well as the controlling of these control lines. After researching various ways of control the easiest was found to be a single throw switch. By making a break in the

leads of the motor to the power supply the motor is controlled by the switch. This is for only omni-directional motor movement. For Bi-directional movement four single throw switches are used. With this in mind I designed my interface.

My first requirement was isolation of the computer. Without proper isolation, the IO chip may be injured. The isolation is easily handled by an IC called an optocoupler. The optocoupler uses light (an IR led and a photo transistor) to isolate two circuits. This fit the bill perfectly. The output current of the computer is so low that it can directly drive the led even though of its 5v level. Because the current is low, the led does not shine brightly, so, respectively, the photo transistor does not let a lot of current pass. To overcome this, the emitter of the phototransistor became the base for switching transistor. The switching transistor drove a micro-mini spdt5v, 90 mA relay. The relay became the simple switch I needed and even more so because of its double throw. This process is the interfacing of only one pin, so the process must be repeated for each control line. The resulting interface is easy to build and completely software driven. The leads of the 8 relays were tied to a 25D-sub connector for connecting to just about anything, especially robots.

The robot can be anything that can be controlled by a switch. It can be as simple as two motors or it can be a toy, like Radio Shack's Armatron which is easily interfaced using this interface. The interface can be used for just about anything else which can be controlled by switch, so the versatility of this device is extremely great.

If you are fortunate enough to own an Atari 400 or 800, you have four joystick ports! I used two for output and two for input. Without much effort a versatile and inexpensive robot could be built by anyone.

Some examples are a photo-transistor or photo resistor across the paddle pins. These make excellent environment sensors. Bump sensor can be incorporated across the joystick pins. The options are numerous and with a good imagination anything can be done.

To drive the interface by software the poking of 56 into location 54018, do not hook up the interface until this is done. This sets ports 1, and 2 to output mode. Each pin of both ports has a specific value. They are listed in the table below.

Port 1	Port 2	-----
1...1	1...16	2...2
2...32	3...4	3...64
4...8	4...128	

As you can see they have values like a bus address. To turn these pins, add together the values of the pins to be turned on, minus this sum from 255 and then poke this new value into location 54016. Its that simple. To turn off a pin add its value to the value poked into location 54016. To shut off all pins poke 255 into the location. Any control program can be written using this techniques. The process is simple and fast.

To write a robotic control program, the program must allow the motor to run for a determined amount of time.

The easiest way to do this is to do a for next loop with a delay within the loop. The first loop will be to determine # and the second will be the delay. The second delay can be adjusted for accuracy. This technique does not require any external timing or decifering. For better control the motors can be pulsed but this is a more difficult arrangement. In total the interface cost around \$50.00. This is a lot but compared to a marketed interface, quite reasonable. To build just follow the circuit diagram supplied. If anyone has fears of building this project, or they need a custom interface, or even control software, of which I will be developing, I'm willing to build one for them. The cost will be just about the same, with some additional costs for labor, but the price will be kept to a minimum because I, too, hate the frustration of something overpriced for profit.

The interface with the armatron costs around \$80.00, this is because of the price of the robot itself, which is \$49.95. This, too, is a lot of money, but to build a robot with the movements it has would cost lots more. I, too, am offering to build this package for anyone. Software will be included in this offer.

If anyone has questions, a problem or they don't understand something stated herein, my # is 401-231-5212, just call if there is any confusion.

If you intend to build this project, be

warned, I got some headaches while building it, but no major problems. The end result is a fun and educational tool for your computer. I hope that you have fun with it and find lots of ways to use it. The more experimentation that is done, the better the tool is. I hope that you will experiment with it as I will and have fun doing it. After all that's why we have computers, to have fun!

## Qubie' 1200 Baud Modem

**QUBIE' A MODEL MODEM**  
By Alan Roseman

**QUBIE' SUPER MODEM 1200 BAUD EXTERNAL MODEM**

FROM: QUBIE  
507 Calle San Pablo  
Camarillo, Ca. 93010  
Tel: 1-800-821-4479  
Delivered Price \$99.00

The QUBIE' SUPER 1200E is a standard size external modem (5" x 9"), its outer case is made of steel in a painted finish. Its face is a contrasting dark brown. The face of the QUBIE' SUPER 1200E displays a full array of informational LED's. HS-high speed, AA-auto answer, CD-carrier detected, OH-off hook, RD-receive data, SD-send data, TR-terminal ready, MR-modem ready. Immediately to the left of the LED's is a small slide open compartment which houses the 8 DIP switches making for easy access.

The rear of the QUBIE' SUPER 1200E offers you access to its RS-232C port, an on off switch, speaker volume control, telephone and power input.

As you can probably tell from the description the QUBIE' SUPER 1200E is a very well equipped package. It has all the features we have come to appreciate in a top quality modem. Did I mention yet that it auto switches from 1200 to 300 baud on connect if necessary? Well it does that too.

The QUBIE' SUPER 1200E accepts all

standard Hayes commands, I have used it on all local BBS's as well as the major pay to connect information services. It has performed in an error free fashion in every case.

The documentation is complete and easy to understand even for the novice. The QUBIE' SUPER 1200E comes as a bundled package with IBM software "PC TALK" making it a real bargain for big blue fans.

Delivery which is via UPS is free and takes appx. six days. For about six dollars they will ship express which cuts delivery to about three days.

You probably haven't heard of the QUBIE' Co. Well neither had I. I was put on to them by a friend who told me that QUBIE' doesn't advertise in the ATARI mags. They seem to stick with the PC related publications. That, I'm afraid, is a loss for both us and the QUBIE' Co.

When I ordered my modem I made a point of telling the salesperson that out in the world are many varied micro users, they would only help their own cause by addressing a wider selection of us.

When you are writing a product review and begin to sound like a shill for the product in question it sends out a clear message. This is a product which defies you to find fault. Whether you look at the price \$99.00, or the product integrity.

I give QUBIE' SUPER 1200E my highest recommendation. This is an opportunity for computer users to get the best of both worlds. A great product at a great price.

(Editor's comments: Alan Roseman is currently serving on the executive board of the R.I. Atari Computer Enthusiasts and is running unopposed for treasurer for the club. Alan works for the N.E. Phone Co. so he has the background and knowledge to write a review for a modem. The editor apologizes for running this article this month instead of last month but they were misplaced along with the articles from A.R.I.S. Alan also is an enthusiastic supporter of the 520 ST and owns both the ST and 8 bit atari computers.)

## 221 B Baker Street Review

**SOFTWARE REVIEW**  
.... 221 B Baker Street....

(Article taken from the May 1987 issue of the CDAC Electronic Newsletter. By: Don Szarowski )

(You saw 221 B Baker St. at the RI ACE meeting in Sept. here now is a review of it.)

"Come, Watson, come...the game is afoot!" And so, with these familiar words, our adventure through the Victorian streets of London begins.

Prior to actual play, it is necessary to set up the game by selecting your character, getting your clue code and starting a case. There are 30 cases on the back of the disk, and a supplemental case disk available. Up to 4 players or teams may compete as Sherlock Holmes, Dr. Watson, Irene Adler or Inspector Lestrade. The case book contains the vital background information for each abominable atrocity, as well as the information needed by Scotland Yard to consider the case solved. You may move about the streets of London by using either your joystick or the keyboard to roll the die and move. An overhead 3-D view of the city lets you keep track of your movements, and a full view of the city is also available for planning your movements in relation to your opponents.

The game begins and ends at 221B Baker St, but in between, you must travel the streets and gather clues from the various shops and buildings. You must also get a badge from Scotland Yard before you can solve the case. Doors can be locked, secret passages used and carriages ridden in to save precious time. The real secret, of course, is to use your razor sharp mind to deduce the solution from a minimum number of clues.

With the solution in hand, you return to 221B Baker St., announce the solution and inform Dr. Watson

that it was elementary. Well, I was able to do that the first time. Now my kids have gotten smarter and break my coded clues too.

The graphics are very well done, and each character has his/her own distinct trait during movement; for example, Sherlock puffs smoke as he walks. The speech synthesis leaves a bit to be desired, but fortunately it is used sparingly and is just window dressing.

Player movement is a bit slow because of all the redrawing of the characters and map, but not terribly annoying. Disk accesses seem to have been kept to a minimum, which is nice since it reduces disk swapping. So far, the playing time seems to be 30-45 minutes per case.

This is a very enjoyable game to play and both my children (age 13 & 16) and I would recommend it.

221B Baker Street by Datasoft  
\$19.95 for both the 520 ST and XB  
Atari computers.

## Mouser by Phil Hawkins

ST MOUSE POINTER8  
By Phil Hawkins

'READ MOUSE POSITION AND  
KEY CLICKS2  
'AND USE TO SELECT MENU  
ITEMS3  
'HIGHLIGHTING SELECTED ITEM  
AND SHADOWING4  
'THE REST OF THE ITEMS.10  
A\$(1)="Addition selections"20  
A\$(2)="Subtraction selections"30  
A\$(3)="Multiplication selections"40  
A\$(4)="Division selections"45  
A\$(5)="Start test"50  
P(1)=4:P(2)=6:P(3)=8:P(4)=10:P(5)=1  
260  
ACTIV=1:INACTIV=2:NORMAL=070  
COLOR 0,0,0:FULLW  
2:CLEARW2:COLOR 1,1,175  
GOSUB 110080  
GOTOXY 5,2;"Please click above:"90  
EFFECT=NORMAL:GOSUB  
TEXT.EFFECT:  
GOSUB 210100  
GOSUB MOUSE.BUTTON110  
OUTVAL=INT((Y.POS-05)/16)120  
GOSUB MOUSE.IN:IF BUTTON=0  
THEN 100130

GOSUB MOUSE.OUT140  
IF OUTVAL <1 OR OUTVAL >5  
THEN 90142  
IF (X.POS<66 OR X.POS>85) THEN  
90144  
IF (Y.POS>21 AND Y.POS<28)  
THEN 160146 IF (Y.POS>39 AND  
Y.POS<46) THEN 160148  
IF (Y.POS>57 AND Y.POS<64)  
THEN 160150  
IF (Y.POS>75 AND Y.POS<82)  
THEN 160152  
IF (Y.POS>93 AND Y.POS<100)  
THEN 160154 GOTO 90160  
EFFBCT=INACTIV:  
GOSUB TEXT.EFFECT165  
GOSUB 210180  
IF OUTVAL <>4 THEN  
EFFECT=INACTIV:ZZ=0 ELSE  
EFFECT=0190  
GOSUB TEXT.EFFECT200  
GOTO 100'  
IF OUTVAL=4 THEN GOSUB  
END.IT ELSE GOTO 100210  
FOR I=1 TO 5215  
IF I=OUTVAL THEN ZZ=1:GOTO  
230220 GOTOXY 10,P(I):? A\$(I)230  
NEXT I231  
IF ZZ=0 THEN RETURN232  
EFFECT=ACTIVE:GOSUB  
TEXT.EFFECT234  
GOTOXY 10,P(OUTVAL):?  
A\$(OUTVAL)240 RETURN250  
GOTO 100260 '270 MOUSE.IN:  
\*\*\*\*\*280  
POKE CONTRL,122290  
POKE CONTRL+2,0300  
POKE CONTRL+6,1310  
POKE INTIN,0320  
VDISYS330  
RETURN340 '350 MOUSE.OUT:  
\*\*\*\*\*360  
POKE CONTRL,123370  
POKE CONTRL+2,0380  
POKE CONTRL+6,0390 VDISYS400  
RETURN410 '420  
MOUSE.BUTTON:\*\*\*\*\*430  
POKE CONTRL,124440 POKE  
CONTRL+2,0450 POKE  
CONTRL+6,0460 VDISYS470  
BUTTON=PEEK(INTOUT)480  
X.POS=PEEK(PTSOUT)490  
Y.POS=PEEK(PTSOUT+2)-38500  
RETURN5 2 0  
TEXT.EFFECT:\*\*\*\*\*530  
POKE CONTRL,106540 POKE  
CONTRL+2,0550 POKE  
CONTRL+6,1560 POKE  
CONTRL+10,1570 POKE  
INTIN,EFFECT580 VDISYS590  
RETURN999  
' 1 0 0 0  
END.IT:\*\*\*\*\*1010  
POKE CONTRL,1221020  
POKE CONTRL+2,01030  
POKE CONTRL+6,11040 '1050  
POKE INTIN,01060 '1070  
VDISYS1080 END1100

LINEF 65,38,85,38:  
LINEF 65,38,65,441110  
LINEF 85,38,85,44:  
LINEF 65,44,85,441120  
LINEF 65,56,85,56:  
LINEF 65,56,65,621130  
LINEF 85,56,85,62:  
LINEF 65,62,85,621140  
LINEF 65,74,85,74:  
LINEF 65,74,65,801150  
LINEF 85,74,85,80:  
LINEF 65,80,85,801160  
LINEF 65,92,85,92:  
LINEF 65,92,65,981170  
LINEF 85,92,85,98:  
LINEF 65,98,85,981180  
LINEF 65,110,85,110:  
LINEF 65,110,65,1161190  
LINEF 85,110,85,116:  
LINEF 65,116,85,1161200 RETURN

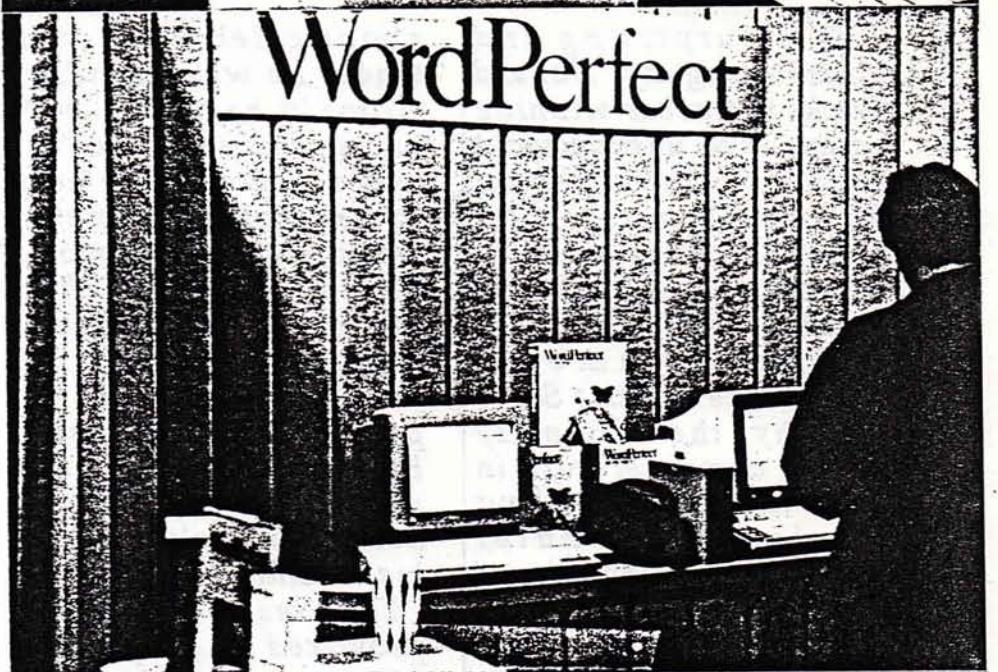
(ATARI FEST CONTINUED FROM  
PAGE 1.)

when we all got a chance to shoot  
the happy face. People were very  
happy to just sit and play the game.  
Many hours were logged on those 7  
1040 ST's playing midi maze and  
many people had a great time. Also  
at the show Data Pacific was  
showing there new TRANSFORMER  
ONE Box. this box plugs between  
your ST and the disk drives and  
gives each drive the capabilities o  
reading and writing in Magic Sac  
format, Mac Format, IBM format  
and ST format. Couple this with  
the Magic Sac cart and you will be  
able to run protected MAC software  
on your ST. It also enables non  
Magic Sac owners to have the  
power to read and write in Mac  
format. This way an Publishing  
Partner enthusiast who wants to  
import MAC Clip Art can buy a  
MAC CLIP ART Disk and transfer  
them to an ST formatted disk  
without a modem or null cable for  
later conversion to Tiny format via  
Picswitch.70. The TRANSFORMER  
BOX will retail for \$229. Well  
worth the price if you have a Magic  
Sac.

Supra Corp was there with there  
new 2400 bops modem. looks like a  
dandy. It has a metal case and is  
about 1/2 the size of a Hayes  
Modem. In fact it looks exactly like  
a Hayes modem! except that it is  
1./2 the size. Barry Becher bought  
one from the booth (the demo  
model) and I tested it. it worked  
flawlessly but later Barry had it o.  
for a few hours and it seemed to  
malfunction due to heat overload.  
hopefully Supra will have this  
corrected when the modem goes on  
sale to the public if it was a

(atari fest continued from page 8)  
problem with all the 2400 bps modems and not just Barry's. Supra has offered as a deal to all sysops of established BBSes the 2400 bps supra modem at \$140!! Seems like a great deal! Also at the show was Terrific Corp with EZ-Ram and a clock chip- Z-Time. I visited the Softlogic Booth and spoke to Deron and Shawn. They told me a story that happened to them on the elevator at the Worcester Hotel. Shawn had sneakers on with a three piece pin striped suit. Deron had on a three piece suit with oxfords. Someone on the elevator came up to them and said to Shawn, after he spied the sneakers and the suit, "you must be a programmer." deron thought this was funny because he is the programmer and Shawn is the executive. deron also told me that Publishing partner version 2.0 will have everything requested and more. it will even be able to import Mac Clip Art! Hopefully it will be ready for christmas, but deron indicated he is working day and night on it and is trying to get it finished, so he really doesn't know when it will be done for sure. Shawn told me this version will be a complete up date with a new manual. The cost to present owners fo PP will be a mere \$30 for essentially a new program. I think the publisher support in this case has been excellent and beyond what is expected. RI ACE tips its hat at Deron and Shawn for their fine continuing support of their customers which RI ACE is one.

On friday I attended the dealers luncheon. After a lunch provided free of charge by Atari Corp we were shown a slide show that presented the ST as a graphic image computer, capable of handling desktop publishing, business applications, word processing, graphic applications and music midi support. Atari announced that the ST line will be going up \$100 in retail. the mega ST 2 meg mono will cost \$1600, the 4 meg mono ST will cost \$2400, for color add another \$200. the laser is still not ready and debate is still hot within the executive ranks at atari whether or not to add postscript. it seems that the GDOS people may have won out since Atari would have to pay a big licensing fee to Adobe for postscript. But postscript is the standaerd and a \$1500 laser without an engine and postscript will have some stiff competition from HP.



# The Rhode Island Enquirer

The Enquiring mind is a very sick mind

October 1987

## Donald Duck Dies

*In a surprising and bizarre tragedy, Donald Duck, the oscar winning animal died unexpectedly today in Providence, Rhode Island. The following is an account of how Donald met his untimely end.*

*Donald came to Providence to visit Steve Dunphy, the nationally known computer guru in order to learn more about the latest computer technology. Donald and Steve spent several hours in Steve's upstairs study talking about computers, while Steve's wife Darlene went to the supermarket to buy food for dinner. Because of a traffic jam and extremely long lines at the supermarket check-out counter, Darlene was very late in returning home.*

*Meanwhile, Steve was getting quite hungry for dinner. The conversation shifted from computers to talk of celebrities, and Donald began talking*

*about celebrities with whom he was friendly. "Donald have you ever had a celebrity roast?" asked Steve. "I've been to several, but I never was the guest of honor," replied Donald. "Well tonight's your night!" exclaimed Steve. He then grabbed Donald and popped him in the oven. By the time Darlene returned with the food, Steve was polishing off his second drumstick.*

*The death of Donald provoked an outpouring of sympathy and emotions from all across the country. Funeral services will be held at Disneyland on Sunday.*

*The Rhode Island Enquirer is published whenever we feel like it*  
*Editor: Michael A. Silver*  
*Assistant Editor: M. Silver*  
*Publisher: Mickey Silver*



Donald Before Dinner



Donald During Dinner



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8 bit to ST Null transfer cable	- \$12		

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